

WHAT IS CLAIMED IS:

1 1. A method of texturing a pixel, the method comprising:
2 storing a texture argument in a general purpose register of a register file;
3 issuing a texture command to a texture request buffer, wherein the texture
4 command is associated with the texture argument;
5 retrieving the texture command from the texture request buffer;
6 retrieving the texture argument from the general purpose register;
7 executing the texture command to produce a final texture value; and
8 storing the final texture value in the register file.

1 2. The method of claim 1, wherein the final texture value is stored in the
2 general purpose register of the register file, thereby overwriting the texture argument.

1 3. The method of claim 1, wherein the final texture value is stored in a
2 second general purpose register of the register file.

1 4. The method of claim 1, wherein the texture command includes a
2 texture parameter.

1 5. The method of claim 4, wherein the texture parameter specifies a
2 texture mapping type.

1 6. The method of claim 4, wherein the texture parameter specifies a
2 texture map.

1 7. The method of claim 4, wherein retrieving the texture argument
2 comprises identifying the general purpose register from the texture parameter.

1 8. The method of claim 7, wherein the texture parameter specifies the
2 general purpose register as a destination register to store the final texture value.

1 9. The method of claim 7, wherein the texture parameter specifies the
2 general purpose register storing the texture argument and a second general purpose register to
3 store the final texture value.

1 10. The method of claim 1, further comprising locking the general purpose
2 register to prevent changes to the texture argument in response to issuing a texture command;
3 and

4 following storing the final texture value, unlocking the general purpose
5 register.

1 11. The method of claim 1, wherein the register file and the texture request
2 buffer are included in a first execution unit, and wherein the method further comprises:
3 repeating the steps of storing a texture argument, issuing a texture command,
4 retrieving the texture command, retrieving the texture argument, executing the texture
5 command, and storing the final texture value for a second execution unit including a second
6 register file and a second texture request buffer.

1 12. The method of claim 1, wherein the texture argument includes a set of
2 texture coordinates.

1 13. A graphics processing subsystem, comprising:
2 an execution unit comprising a texture request buffer and a register file, the
3 register file including a plurality of general purpose registers, wherein the execution unit is
4 adapted to issue a texture command to the texture request buffer and to store a texture
5 argument in the register file;
6 a texture unit adapted to read the texture command from the texture request
7 buffer and to retrieve the texture argument from the register file; and
8 wherein the texture unit is further adapted to retrieve a portion of a texture
9 map in response to the texture command, to compute a final texture value from the portion of
10 the texture map, and to store the final texture value in a destination register of the plurality of
11 registers of the register file.

1 14. The graphics processing subsystem of claim 13, wherein the execution
2 unit is adapted to store the texture argument in the destination register of the plurality of
3 registers, such that the texture unit is adapted to overwrite the texture argument in storing the
4 final texture value.

1 15. The graphics processing subsystem of claim 13, wherein the execution
2 unit is adapted to store the texture argument in a source register of the plurality of registers,
3 wherein the source register is separate from the destination register.

1 16. The graphics processing subsystem of claim 13, wherein the texture
2 command includes a texture parameter.

1 17. The graphics processing subsystem of claim 16, wherein the texture
2 parameter specifies a texture mapping type.

1 18. The graphics processing subsystem of claim 16, wherein the texture
2 parameter specifies a texture map.

1 19. The graphics processing subsystem of claim 16, wherein the texture
2 unit is further adapted to determine from the texture parameter a source register of the
3 plurality of registers storing the texture argument.

1 20. The graphics processing subsystem of claim 19, wherein the texture
2 parameter specifies that the destination register of the plurality of registers is also the source
3 register of the plurality of registers.

1 21. The graphics processing subsystem of claim 19, wherein the texture
2 parameter specifies the source register and the destination register of the plurality of registers,
3 wherein the source register is separate from the destination register.

1 22. The graphics processing subsystem of claim 13, wherein the execution
2 unit is further adapted to lock the destination register to prevent changes to the texture
3 argument in response to issuing a texture command and to unlock the destination register in
4 response to the texture unit storing the final texture value in the destination register.

1 23. The graphics processing subsystem of claim 15, wherein the execution
2 unit is adapted to lock the source register to prevent changes to the texture argument in
3 response to issuing a texture command and to unlock the source register in response to the
4 texture unit retrieving the texture argument from the register file.

1 24. The graphics processing subsystem of claim 13, further comprising:

2 a second execution unit comprising a second texture request buffer and a
3 second register file, the second register file including a plurality of general purpose registers,
4 wherein the second execution unit is adapted to issue a second texture command to the
5 second texture request buffer and to store a second texture argument in the second register
6 file; and

7 wherein the texture unit is further adapted to read the second texture command
8 from the second texture request buffer, to retrieve the second texture argument from the
9 second register file, to retrieve a portion of a second texture map from the texture memory in
10 response to the second texture command, to compute a second final texture value from the
11 portion of the texture map, and to store the second final texture value in a destination register
12 of the plurality of registers of the second register file.

1 25. The graphics processing subsystem of claim 24, further comprising:
2 a multiplexer switch adapted to alternately connect the first execution unit and
3 the second execution unit with the texture unit.

1 26. The graphics processing subsystem of claim 25, wherein the texture
2 unit is connected with the first execution unit and the second execution unit according to a
3 round robin schedule.

1 27. The graphics processing subsystem of claim 25, wherein the texture
2 unit is connected with the first execution unit and the second execution unit according to a
3 priority function adapted to maximize the performance of the graphics processing subsystem.

1 28. The graphics processing subsystem of claim 13, further comprising a
2 texture memory connected with the texture unit and adapted to store a texture map.